Assuming that there is an image made of only two pixels, which of the following could be a valid .pixels array for the image?

["#FF00FF", "#000000"]

[255, 0, 255, 255, 0, 0, 0, 0, 255]

Correct! The .pixels array stores four RGBA values for each pixel, sequentially, in one flat array.

[[255, 0, 255, 255], [0, 0, 0, 255]]

{0: [255, 0, 255, 255], 1: [0, 0, 0, 255]}

What types of elements can you apply filters to in p5.js?

The canvas, image elements, and video elements.

The canvas and image elements.

Correct! The filter() function works on the canvas, and the .filter() method works only on image elements.

Image elements only.

The canvas only.

```
Complete the code so that the video plays with the behavior described in the code's comments.

let video;
function preload() {
    video = createVideo(videoPath);
}
function setup() {
    // Step 1: Make the video play on loop
    video.loop();

    // Step 2: Remove the HTML video element
    video.hide();

    // Step 3: Set the volume of the video to half
    video.volume(0.5);
}

You got it!

Complete the code to modify the img image so that the pixel color at location (100, 100) is changed to black.
```

```
Which code draws the img image to the canvas using p5.js?

new Image();

img(img, 0, 0);

image(img, 0, 0);

You got it! The image() function draws an image to the canvas, given an image element and x, y positions.

image(img);
```

What can affect the length of the pixels array for the canvas?
The number of unique colors used in the sketch.
The number of elements drawn to the canvas.
The use of the get() and set() functions.
The pixel density of the current p5.js sketch.
You got it! A higher pixel density typically occurs on high-resolution monitors, effectively increasing the number of pixels in the pixels array.
What is the preload() function used for?
To load external media assets that need to be completely loaded before the setup() and draw() functions.
To load external media assets that need to be completely loaded before the setup() and draw() functions. Correct!
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Correct!
Correct! To allow p5.js sketches to run properly.
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What does the createvideo() function do?

Loads an external video and displays it as an HTML video element on the webpage.



You got it! By default, createVideo() adds an HTML video element that sits outside of the canvas.

Captures the current sketch as a downloadable video.

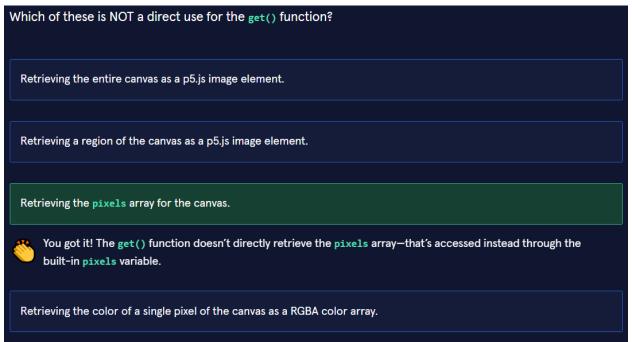
Loads an external video and draws the video frames onto the canvas.

Loads an external video but does not otherwise affect the webpage.

Complete the code so that it sets all pixels in the canvas to the color given by this RGBA array: [225, 100, 200, 255].



You got it!



Complete the code so that it draws the image with the path image.png to the canvas.

let img;
function | preload() {
 img = loadImage('image.png');
}

function setup() {
 createCanvas(400, 400);
 image(img, 0, 0);
}

You got it!